

THE ELDER SCROLLS/BBFRPG PLAY REPORT

Dominion: Episode 1, Of Dungeons & Dragons

Part 1: Stornhall, Morndas 10th of Midyear 4E 206

Date: 061013, 3 hours

Players:

Brian: Jo'Rak, Khajiit Assassin

Amanda: Filbyn, Wood Elf Scout/sneak

Tina: Riala, Breton Mage

Reid: Kalarus, Mage/enchanter

Logan: Yngvar, Nord Warrior (Stormcloak Rebel?)

Character Generation took up a good amount of our short session but we got some usable characters.

The characters worked on their interrelated

backgrounds and we decided they were stopping over in the small town of Stornhall in the Colovian Highlands in western Cyrodiil on their way to the Imperial City to see if they could join the Imperial Legion or help out The Empire in some other way. All of them had a backstory involving some conflict or dislike of the Aldmeri Dominion.

Unfortunately it was while they were in Stornhall that a Thalmor Justicar and nearly a dozen elven knights came into town to look for Talos worshipers and make an example that all would remember. The local imperial guards could do little and in fact condemned their own lieutenant to save their own families as the Thalmor went from house to house "finding evidence" of Talos worship.

It was after the lieutenant's sudden execution, that an imperial captain and three more troops arrived in town from a long patrol. Quickly assessing the situation and realizing he was outnumbered he headed for the most dangerous looking folks and personally arrested the party while telling them to play along. All of the townsfolk were crammed into jail cells as the Thalmar Justicar wanted the townsfolk to point out the guilty.

The first cell already was filled with a group of hardened criminals previously arrested by the imperial legion troops. The second cell was filled by our player characters and the remaining cells contained the forty or so townsfolk: men, women, children, infants and the elderly.

The Justicar then came in and said that he would burn one group of prisoners each hour until the townsfolk and turned over all the blasphemers. He had the first cell opened and the prisoners taken to the town square, their hands and feet bound they were laid in the square and set alight



with magefire. All of the cells had barred windows that looked on the square. The screams of the dying merged with the screams of the imprisoned townsfolk.

During the commotion the captain of the guard came to the player cell and said he could get them free but they would have to sacrifice the townsfolk. All of the characters were fine with this except Riala who demanded that the townsfolk be released also. The rest of the party quickly concurred. (I think I may have surprised the players with such a hard dilemma so soon in the adventure. Normally these players would never ever leave the innocent to die. I didn't want them to have their characters tarnished with so much blood so I asked them a different way so they understood the implications of their actions AND that they did in fact have an important choice to make.) The guard captain seemed to take their measure, then introduced himself as Brahnlor (Nord vet of The Great WAR) and said he'd be back in about an hour and that he needed to get some things in order. He also warned the players that they were forcing him to tip his hand and that the town of Stornhall was now forfeit.

He returned uncomfortably close to an hour later, gave the group a lantern, 5 daggers and showed them a secret stone trap door in the floor of the cell where the criminals had been. Then he let out the villagers and with as much quiet as possible (Kalarus tried muting the sounds with his magic (Illusion) they made their way into some storm sewers that predated the town of Stornhall. Brahnlor told the group that he left them supplies further on (their equipment they had selected during character generation).

The group quickly sorted out their marching order and how they would look after the villagers. Riala provided a magic light that floated above her head to help. (I may have to point out that Kalarus can do that too.) Jo'Rak took point far out beyond the light using his natural ability to see in darkness. The group shuffled along for about 5 min. when Jo'Rak returned and told the group that he had found some large rats up ahead. Riala said she could deal with them and moving forward, once her light shown upon the rats she cast a flaming ball that burst outwards and incinerated them leaving nothing left but afterimages in the eyes of those that watched.

Taking villagers through the snaking tunnels, the group found a spot where they could look out a grating and see part of Stornhall. They saw Brahnlor climbing the ivy of the only tower like building in town (a windmill). Reaching the end of the ivy he cambered up the tiles of the steep roof and then, bracing himself shouted to the sky, "Paal Do-VAH!" His voice seemed to end in the sound of distant thunder. There was a breath or two of silence, then an answering cry of a dragon. The Thalmar in the courtyard were confused as to what was going on. Just then the imperials opened up on them with their short bows. Brahnlor jumped off the windmill, his arms



flailing and crashed down into a hay wagon, busting the axel and tumbling out onto the ground. His men covered for him as he limped away.

The group decided it would be best to keep moving and try to remain undetected as dragon fire in the close tunnel would surely doom them all. After 10 minutes of slow going they came to a dip in the tunnel. It was partially collapsed and water was about waist high. There had once been an iron gate or portcullis but it was jammed and the lever that operated it had broken off.

Jo'Rak slipped into the water and with his night-eye he easily navigated a short swim under the rocks and beyond found a small room with two lit lanterns, one on a hook on the wall, the other on a table with a bunch of gear laid out, a wheelbarrow and a couple of barrels. There was a shrine to Talos in an alcove in one wall. He also saw a lever on the wall that might open the gate. He then slipped back under the water and reported what he'd seen.

He'd barely finished his description when Kalarus Went under the water and tried to pull the lever. It was stuck. The rest of the group meanwhile came up with a plan to send Jo'Rak and Yngvar under the water to see if they could open the gate. The concern here was that there were several infants and elderly and it would be very difficult to get them under the water and to safety. Jo'Rak and Yngvar made the easy swim to the next room and then pulling on the lever, they managed to force the gate to open. Between being jammed and its opening mechanisms it ripped apart under the strain throwing some pieces of metal in every direction. No one was hurt.

The party retrieved their gear much to their relief while several townsfolk prayed at the shrine to Talos and were obviously blessed if the tendrils of white light that swirled around them meant anything. None of the player characters prayed at the shrine and they decided to move on.

This was the end of our first session.